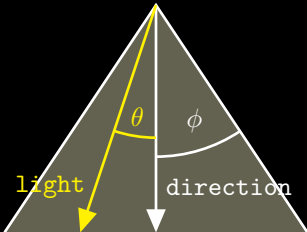




position



light

direction

fragmentPosition